IMMERSIVE LEARNING  
PREPARING STUDENTS FOR THE EMERGING IMMORTAL WORKAGE

Immersive learning is changing the landscape of higher education. As exploration and discovery in the AR and VR ecosystem continues, a new generation of workers for this era will emerge.

There's a Skills Gap

With the acceleration in computer science, augmented and virtual reality technologies, and the rise of artificial intelligence, we are witnessing a skills gap in the workforce.

According to the National Science Foundation, only 24% of the students in the U.S. are interested in AR/VR careers. With the demand for AR/VR professionals becoming more powerful and affordable, it’s crucial that institutions of higher education address this issue by filling the AR and VR skills gap.

Research by Stanford University researchers Dr. Carolina Cruz-Neira and colleagues in 1992—have revealed that VR technology can create enhanced experiences and better equip educators to deliver immersive learning.

Lecture

Demonstration

Reading

Writing

Group discussion

Learn by doing (VR)

Learn by teaching others

75% of students report that using VR improves retention of material.

According to the World Bank, by 2021, over 60% of workers in the industry will need to be trained in new technologies.

Social Learning

Collaborative and deeply engaging learning experiences using AR and VR enable students and teachers anywhere in the world to collaborate and acquire new skills.

Industry-wide

Many institutions of higher education are delivering new social learning, AR/VR-powered data and digital enhancement of reality to help lessen the skills gap.

The Learning Pyramid


Higher education today is inconceivable without AR and VR technologies to drive economic growth.

What's Next


Dell Technologies

Learn by doing (VR)

Learn by teaching others

Group discussion

Reading

Writing

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Industry-wide

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Learn more:


https://www.idc.com/getdoc.jsp?containerId=prUS42959717

“Realizing 2030: Harnessing Emerging Technologies.”

“Worldwide Spending on Augmented and Virtual Reality Expected to Double over the Next 5 Years.” 2016.

“Just How Real is Virtual Reality?, NPR Weekend Edition.” 2018. Stanford University researchers Dr. Carolina Cruz-Neira and colleagues in 1992—have revealed that VR technology can create enhanced experiences and better equip educators to deliver immersive learning.

95% of students say that using VR improves retention of material.

Today, a degree of higher education is not education but preparation for a progressively changing and augmented reality (and virtual reality) society.